

AMENDMENTS TO THE CLAIMS

Claims 1-37. (Canceled)

38. (Currently amended) A method of facilitating play of a group game, comprising:

- in each of a plurality of plays of individual games played by a plurality of players at respective gaming machines, generating an outcome for the individual game, the outcome being one of a plurality of outcomes including at least a first set of outcomes and a second set of outcomes;
- displaying a first group of cells and an associated first value payout, each cell in the first group of cells capable of being designated with a designator in response to any player of the plurality of players achieving an outcome in the first set of outcomes, wherein the designator indicates the gaming machine at which the outcome in the first set of outcomes was generated;
- designating a corresponding cell of the first group of cells with the designator responsive to an occurrence of any outcome from the first set of outcomes if the outcome generated for the individual game is from the first set of outcomes;
- displaying a second group of cells and an associated second value payout while displaying the first group of cells and the associated first value payout, each cell in the second group of cells capable of being designated with the designator in response to any player of the plurality of players achieving an outcome in the second set of outcomes, wherein the designator indicates the gaming machine at which the outcome in the second set of outcomes was generated
- the second group of cells being non-overlapping with the first group of cells;
- designating a cell of the second group of cells with the designator responsive to an occurrence of any outcome from the second set of outcomes if the outcome generated for the individual game is from the second set of outcomes; and
- providing the first value payout if each of the cells in the first group of cells is designated; and

providing the second value payout if each of the cells in the second group of cells is designated,

wherein the first value payout is associated with only the first group of cells and is displayed in association with only the first group of cells and the second value payout is associated with only the second group of cells and is displayed in association with only the second group of cells; and

apportioning at least one of the first value payout among a first plurality of players or the second value payout among a second plurality of players, wherein apportioning the first value payout or the second value payout comprises apportioning based on the number of designations of each gaming machine in the designated cells of the corresponding first group of cells or the second group of cells.

39. (Previously presented) The method of claim 38, further comprising apportioning the first value payout among a first plurality of players if all of the cells in the first group of cells are designated; and

apportioning the second value payout among a second plurality of players if all of the cells in the second group of cells are designated.

Claim 40. (Canceled)

41. (Canceled)

42. (Previously presented) The method of claim 41, further comprising distributing the first value payout to the first plurality of players.

43. (Previously presented) The method of claim 38, wherein the first group of cells comprises a first row of cells and the second group of cells comprises a second row of cells.

44. (Previously presented) The method of claims 38, wherein the first group of cells comprises a first column of cells and the second group of cells comprises a second column of cells.

45. (Previously presented) The method of claim 38, further comprising configuring the first group of cells as a group of playing card indicia and providing a playing card indicia of the group of playing card indicia for each cell of the first group of cells.

46. (Previously presented) The method of claim 38, wherein the individual game comprises draw poker.

47. (Previously presented) The method of claim 38, wherein displaying the first group of cells comprises displaying a first group of playing card indicia having a first suit, and where displaying the second group of cells comprises displaying a second group of playing card indicia having a second suit.

48. (Previously presented) The method of claim 47, wherein each of the first playing card indicia and the second playing card indicia comprises a hand including a Royal Flush.

49. (Previously presented) The method of claim 48, wherein designating the corresponding cell of the first group of cells comprises designating a playing card indicia.

50. (Previously presented) The method of claim 49, wherein designating the playing card indicia comprises crowning the playing card indicia.

Claims 51-80. (Canceled)

81. (Currently amended) A group gaming method, comprising:

receiving wagers from a plurality of players at respective gaming machines;

determining outcomes of individual games played by the plurality of players at the respective gaming machines;

displaying an image representative of a group game played by the plurality of players at the respective gaming machines, wherein the image representative of the group game comprises a first plurality of cells and a first value payout corresponding to a first group goal and a second plurality of cells and a second value payout corresponding to a second group goal, wherein each cell of the first plurality of cells and the second plurality of cells is attributable to any of the respective gaming machines of the plurality of players and the second group of cells is non-overlapping with the first group of cells;

for each outcome from a first set of outcomes, designating a cell of the first plurality of cells with a designation indicative of the respective gaming machine at which the outcome from the first set of outcomes was determined;

for each outcome from a second set of outcomes, designating a cell of the second plurality of cells with a designation indicative of the respective gaming machine at which the outcome from the second set of outcomes was determined;

providing a first value payout if the first group goal is achieved through the designation of each of the first plurality of cells, the first value payout associated with only the first plurality of cells;

providing a second value payout different from the first value payout if the second group goal is achieved through the designation of each of the second plurality of cells, the second value payout associated with only the second plurality of cells; and

displaying the first value payout in association with only the first group of cells and the second value payout in association with only the second group of cells, wherein each cell is capable of being designated to multiple gaming machines.

82. (Previously presented) A group gaming method according to claim 81, wherein the first group goal includes achieving a predetermined number of outcomes from the first set of outcomes.

83. (Previously presented) A group gaming method according to claim 82, wherein a number of designated cells of the first plurality of cells corresponds to a number of outcomes from the first set of outcomes achieved by the plurality of players.

84. (Previously presented) A group gaming method according to claim 83, wherein the first plurality of cells is arranged in an order;

wherein designating the cell of the first plurality of cells comprises designating a next cell in the order.

85. (Previously presented) A group gaming method according to claim 84, wherein the image representative of the group game includes a ladder, the ladder comprising the first plurality of cells, the ladder having a bottom and a top;

wherein designating the cell from the first plurality of cells comprises designating the next undesignated cell from the bottom of the ladder.

86. (Previously presented) A group gaming method according to claim 85, further comprising:

if the next undesignated cell is designated, displaying an image of a figure on the ladder moving toward the top by one cell.

87. (Previously presented) A group gaming method according to claim 84, wherein the image representative of the group game includes a lane, the lane comprising the first plurality of cells, the lane having a beginning and an end;

wherein designating the cell from the first plurality of cells comprises designating the next undesignated cell from the beginning of the lane.

88. (Previously presented) A group gaming method according to claim 87, further comprising:

if the next undesignated cell is designated, displaying an image of an object on the lane moving toward the end by one cell.

89. (Previously presented) A group gaming method according to claim 88, wherein the object on the lane is a car.

90. (Previously presented) A group gaming method according to claim 81, wherein each cell of the first plurality of cells corresponds to at least one outcome from the first set of outcomes.

91. (Previously presented) A group gaming method according to claim 90, wherein the achieving the first group goal corresponds to designating all of the cells in the first plurality of cells.

92. (Previously presented) A group gaming method according to claim 91, wherein designating the cell of the first plurality of cells comprises removing a previous designation, if any.

93. (Previously presented) A group gaming method according to claim 91, wherein designating the cell of the first plurality of cells comprises not designating the cell if the cell was previously designated.

94. (Previously presented) A group gaming method according to claim 91, wherein the image representative of the group game includes a plurality of playing cards, wherein each playing card of the plurality of playing cards comprises a respective cell of the first plurality of cells;

wherein designating the cell from the first plurality of cells comprises designating a playing card from the plurality of playing cards.

95. (Previously presented) A group gaming method according to claim 94, wherein designating the playing card comprises displaying a crown on the playing card.

96. (Previously presented) A group gaming method according to claim 81, wherein providing the first value payout comprises providing the first value payout when all of the cells of the first plurality of cells have been designated.

97. (Previously presented) A group gaming method according to claim 96, wherein providing the first value payout comprises apportioning the first value payout among players whose gaming machine corresponds to at least one of the designated cells in the first plurality of cells.

98. (Previously presented) A group gaming method according to claim 97, wherein the first value payout is apportioned based on the numbers of designated cells in the first plurality of cells corresponding to each gaming machine.

99. (Currently amended) A group gaming method according to claim 98, ~~wherein each cell is capable of being designated to multiple gaming machines;~~

wherein each cell of the first plurality of cells corresponds to a portion of the first value payout;

wherein apportioning the first value payout comprises apportioning each portion of the first value payout to players whose gaming machines correspond to the designated cell in the first plurality of cells associated with the portion of the first value payout.

100. (Previously presented) A group gaming method according to claim 99, wherein each cell of the first plurality of cells is capable of being attributed to a single player multiple times;

wherein apportioning each portion of the first value payout is based on the number of designations for each gaming machine corresponding to the designated cell associated with the portion of the first value payout.

101. (Previously presented) A group gaming method according to claim 81, further comprising displaying an image representative of an individual game played by one of the plurality of players.

Claims 102 and 103. (Canceled)

104. (Previously presented) A group gaming method according to claim 81, wherein the first individual game comprises at least one of a reel-type slot machine game, a poker game, a blackjack game, a keno game, a lotto game, and a bingo game.

Claim 105. (Canceled)

106. (Currently amended) A group gaming system comprising:
a plurality of gaming machines, each gaming machine of the plurality of gaming machines comprising:

a gaming machine controller comprising a processor and a memory operatively coupled to the processor, the gaming machine controller configured to:

receive a respective wager from a respective player;

display a respective image representative of a respective individual game played by the respective player;

determine a respective outcome of the respective individual game, the respective outcome of the respective individual game from a plurality of possible outcomes;

provide at least a portion of a value payout associated with a group game;

a display device communicatively coupled to the plurality of gaming machines, the display device comprising a display screen operatively coupled to a display device processor, the display device processor configured to:

display an image representative of a group game played by the plurality of players at the respective gaming machines, wherein the image representative of the group game comprises a first plurality of cells and a first value payout corresponding to a first group goal and a second plurality of cells and a second value payout corresponding to a second group goal, wherein each cell of the first plurality of cells and the second plurality of cells is attributable to any of the respective gaming machines of the plurality of players and the second plurality of cells is non-overlapping with the first plurality of cells, wherein a first value payout is associated with achieving the first group goal through designation of each of the first plurality of cells and is associated with only and displayed with only the first plurality of cells, and wherein a second value payout different from the first value payout is associated with achieving the second group goal through designation of each of the second plurality of cells and is associated with only and displayed with only the second plurality of cells;

for each outcome from a first set of outcomes, designate a cell of the first plurality of cells with a designation indicative of the respective gaming machine at which the outcome from the first set of outcomes was determined, wherein each cell of the first plurality of cells is capable of being designated to multiple gaming machines; and

for each outcome from a second set of outcomes, designate a cell of the second plurality of cells with a designation indicative of the respective gaming machine at which the outcome from the second set of outcomes was determined, wherein each cell of the second plurality of cells is capable of being designated to multiple gaming machines.